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that a first interactive game or challenge is necessary to be played or completed before a second game or challenge can be played or completed; and

a central links system, including at least one portable indicium associated with and uniquely identifying each play participant, for tracking which interactive games or challenges have been played or completed by each said play participant, whereby the progress of each said play participant playing the interactive quest game may be determined.

34. The interactive quest gaming system of Claim 33, wherein said play facility comprises an amusement facility or family entertainment center.

35. The interactive quest gaming system of Claim 33, wherein said play facility is themed in accordance with an overall story or plot which is revealed or related as play participants play or complete each interactive game or challenge or as play participants complete a required part of the quest or mission.

36. The interactive quest gaming system of Claim 33, wherein said play facility comprises a multi-level play structure.

37. The interactive quest gaming system of Claim 33, further comprising a score board configured and arranged to display the determined progress of said one or more play participants.

38. The interactive quest gaming system of Claim 33, comprising multiple play modules arranged or organized sequentially such that a first group of games or challenges associated with a first play module are necessary to be played or completed before a second group of games or challenges associated with a second play module can be played or completed.

39. The interactive quest gaming system of Claim 33, wherein said central links system comprises an information storage device carried or worn by said one or more play participants and configured to communicate with one or more reader devices or read/write devices associated with each said interactive game or challenge.

40. The interactive quest gaming system of Claim 33, wherein said information storage device comprises an RFID card or tag.

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41. The interactive quest gaming system of Claim 33, further comprising one or more challenge connections, comprising a slide, rope bridge, trolley, swing, cargo net or ladder.

42. An interactive play system for entertaining one or more play participants, comprising:

multiple play elements arranged in a desired theme within a play facility, each said play element or group of play elements being conceptually, qualitatively or sensually distinct, but operatively related to an overall gaming quest or mission desired to be completed by said one or more play participants;

an electronic information storage and retrieval system that interfaces with and exchanges data with said play elements, said exchanged data comprising game progress or performance information relative to each said one or more play participants; and

wherein said multiple play elements are interlinked by the electronic system in such a manner as to define a sequence or path network along which play participants must proceed to complete the desired quest or mission.

43. The interactive play system of Claim 42, wherein said play facility comprises one or more play modules sized and configured to receive or support said one or more play participants playing in, on or around each said play module.

44. The interactive play system of Claim 42, wherein said multiple play elements comprise one or more interactive games or challenges configured to be played or completed by said one or more play participants.

45. The interactive play system of Claim 42, wherein said electronic information storage and retrieval system comprises a central links system, including at least one portable indicium associated with and uniquely identifying each play participant, configured to track which interactive games or challenges have been played or completed by each said play participant and whereby the progress of each said play participant playing the interactive play system may be determined.

46. The interactive play system of Claim 45, wherein said central links system comprises an information storage device carried or worn by said one or more play

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participants and configured to communicate with one or more reader devices or read/write devices associated with each said interactive game or challenge.

47. The interactive play system of Claim 46, wherein said one or more reader devices or read/write devices are located on a common network.

48. The interactive play system of Claim 45, wherein said portable indicium comprises an RFID card or tag.

49. The interactive play system of Claim 45, further comprising a score board configured and arranged to display the determined progress of said one or more play participants.

50. The interactive play system of Claim 42, comprising multiple play modules arranged or organized sequentially such that a first group of games or challenges associated with a first play module are necessary to be played or completed before a second group of games or challenges associated with a second play module can be played or completed.

51. The interactive play system of Claim 50, further comprising at least one challenge connections connecting two or more of said modules, comprising one or more of the following: a slide, rope bridge, trolley, swing, cargo net or ladder.

52. A method of electronic interactive game play, comprising the steps of:

allowing one or more play participants to play with a first group of play elements operatively associated with a first play environment, said first play activities resulting in the achievement of a first set of desired goals, points or game levels;

electronically collecting information representing said first set of goals, points or levels relative to each said play participant and recording said information in association with identifying information uniquely identifying each said play participant;

using said identifying information to recognize said one or more play participants at a second play environment and to access said information representing said first set of goals, points or levels relative to each said recognized play participant;

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allowing said one or more recognized play participants to play with a second group of play elements operatively associated with a second play environment, said second play activities resulting in the achievement of a second set of desired goals, points or game levels; and

wherein said second play activities or said second set of goals, points or game levels are at least in part dependent on said first set of goals, points or game levels achieved by each said play participant.

53. The method of Claim 52, wherein said first and second play environments comprise first and second play modules arranged within a play facility and organized sequentially such that a first group of games or challenges associated with said first play module are necessary to be played or completed before a second group of games or challenges associated with said second play module can be played or completed.

54. The method of Claim 52, wherein said first and second play environments are geographically separate.

55. The method of Claim 52, wherein said steps of electronically collecting, recording and accessing said information representing said first set of goals, points or levels comprises using a computer database and an operatively associated reader or read/write device, including at least one portable indicium associated with and uniquely identifying each play participant, to track said goals, points or levels for each said play participant.

56. The method of Claim 55, wherein said portable indicium comprises an information storage device carried or worn by said one or more play participants, said information storage device being configured to communicate with said reader or read/write device.

57. The method of Claim 52, wherein said portable indicium comprises an RFID card or tag.

58. The method of Claim 52, further comprising the step of displaying said information representing said first set of goals, points or levels on a score board.